GAME BOY ADVANCE

AGB-BBDE-USA

BATTLEBOTS
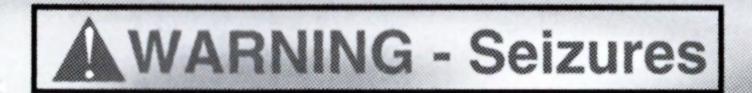
DESIGN & DESTROY

AUTHENTIC

MAJESCO

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE

E

CONTENT RATED BY
ESRB

EVERYONE
MILD VIOLENCE

Official
Nintendo
Seal of Quality

GBA LINK CABLE

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY

Nintendo®

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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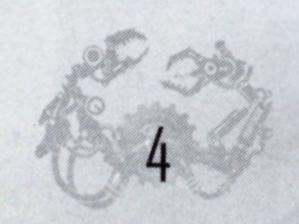
GETTING STARTED

Make sure your Nintendo® Game Boy® Advance System is turned off. Plug the BATTLEBOTS®: BEYOND THE BATTLEBOX™ Game Pak into the Nintendo Game Boy Advance System.

Turn on your Game Boy® Advance System. It should start displaying a series of screens ending with the BATTLEBOTS®: BEYOND THE BATTLEBOX™ Main Menu Screen from where you can begin playing the game. If you wish, you may bypass the logo and trademark screens and go directly to the Main Menu by pressing any of the buttons on the Game Boy® Advance System.

Important Note: If nothing appears on the screen, turn the power switch OFF. Check to make sure the Game Pak is inserted correctly. Then try again. (Always turn the power switch OFF before inserting or removing the Game Pak.)
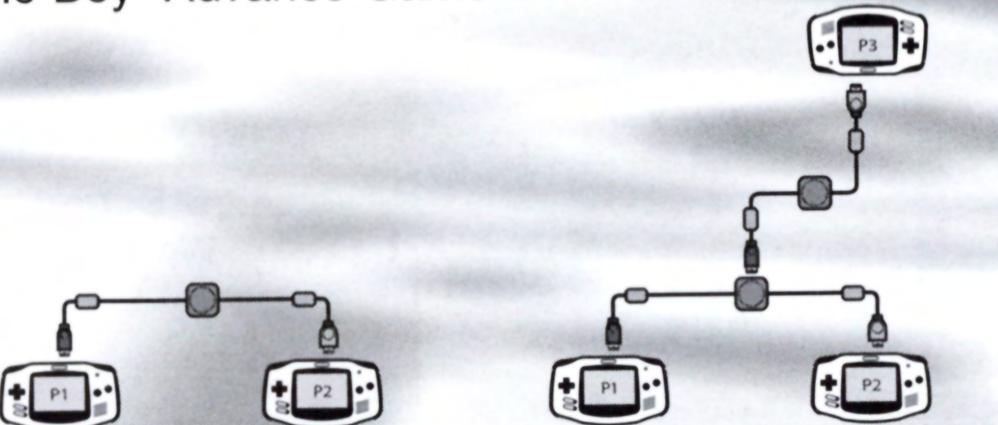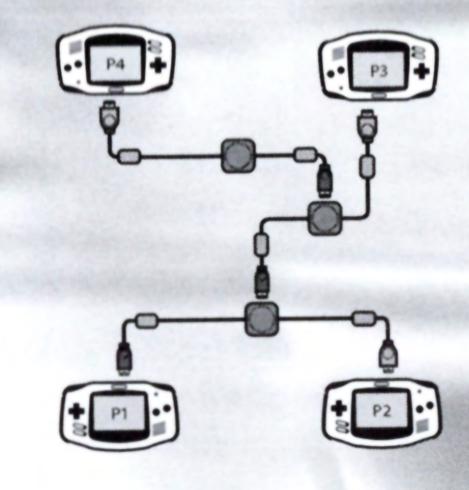
LINKING UP

NECESSARY EQUIPMENT

Game Boy® Advance Systems: One per player
BATTLEBOTS®: BEYOND THE BATTLEBOX™ Game Paks: One per player
Game Boy® Advance Game Link® Cables:
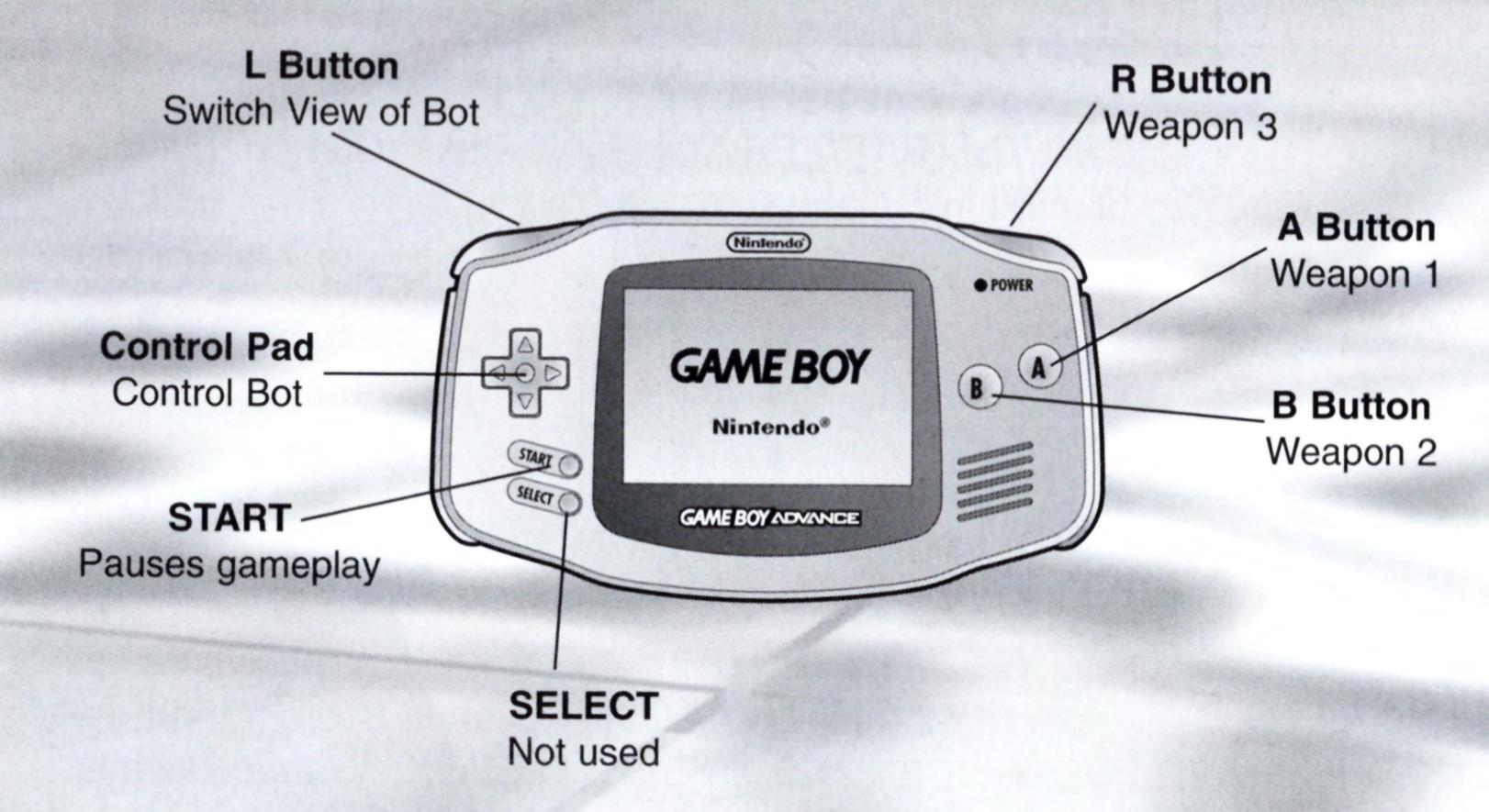
2-PLAYER GAME   3-PLAYER GAME   4-PLAYER GAME
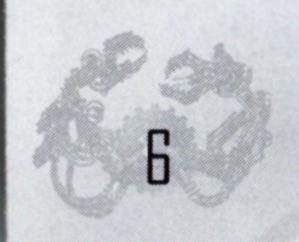
1. Each player should turn off their Game Boy® Advance System then, insert a BATTLEBOTS®: BEYOND THE BATTLEBOX™ Game Pak into their Game Boy® Advance System.
2. Connect the Game Boy® Advance Game Link® Cable into the External Extension Connector (EXT) port of each Game Boy® Advance System.
3. Turn on each Game Boy® Advance System.
4. Select Multi Play from the Main Menu.

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CONTROLS

L Button
Switch View of Bot

R Button
Weapon 3

A Button
Weapon 1

Control Pad
Control Bot

B Button
Weapon 2

START
Pauses gameplay

SELECT
Not used

MAIN MENU

Use Up/Down on the **Control Pad** to make your selection and press the **A Button** to confirm. Here's a brief explanation of each item:

Tournament Mode

Tournament Mode lets you experience the thrill of the television show. Build your own Bot and compete against actual Bots from the television show for cash and prizes.

Brawl Mode

Brawl gives you the chance to play as one of your favorite Bots from the television show, or, one of your own Bots against up to three computer-controlled Bots in a free-for-all, robotic rumble.

Multi-Play Mode

Multi-Play makes use of the Game Boy® Advance linking capability so you can challenge up to three of your friends.

Load & Erase

Load & Erase allows you to load and erase saved games.

Options

Selecting **Options** brings up the Options Menu to adjust music, sound effects, controls, and other settings.

OPTIONS

When you select **OPTIONS** from the Main Menu, you will be taken to the Options Menu where you can adjust the amount of time for each bout, screen brightness, sound effects, music, controls, and play mode. Let's take a look at each:

Time

Set bout time from 2 minutes to no time limit. Move the slider up to increase the amount of time and down to decrease the amount of time.

Brightness

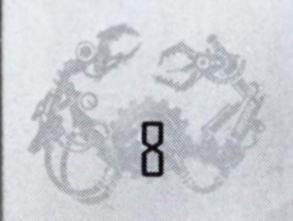Set the brightness of the screen display. Moving the slider down darkens the screen display and moving the slider up lightens the screen display.

SFX

Set the volume of the game's sound effects. Move the slider up to raise the volume and move the slider down to lower the volume.

Music

Set the volume of the game's music. Move the slider up to raise the volume and move the slider down to lower the volume.

OPTIONS

Controls

Set how Up/Down on the **Control Pad** will function when controlling Bots. The two settings are Normal and Reverse:

In Normal setting, Up is forward and Down is reverse.

In Reverse setting, Up is reverse and Down is forward.

Play Mode

Set the style of game play to either Arcade or Simulation (The default setting is Simulation):

Arcade

Pick Ups are in-play, all Bots can right themselves when flipped.

Simulation

Pick Ups are not in-play.

When finished, select the "Done" option at the bottom of the screen.

LOAD & ERASE

Select LOAD & ERASE from the Main Menu to bring up the Team File Menu to load and erase Team Files.

Use Up/Down on the **Control Pad** to select a Team File and Left/Right to select "LOAD" or "ERASE", and the **A Button** to confirm. When you confirm your choice you will be asked "ARE YOU SURE YES/NO?" Selecting "YES" will complete the loading/erasing process while selecting "NO" will cancel it. Loading a game will take you to the Pit Screen after the last bout you won.

TOURNAMENT MODE

In Tournament Mode, you build your own Bots and compete against actual Bots from the television show for cash and prizes.
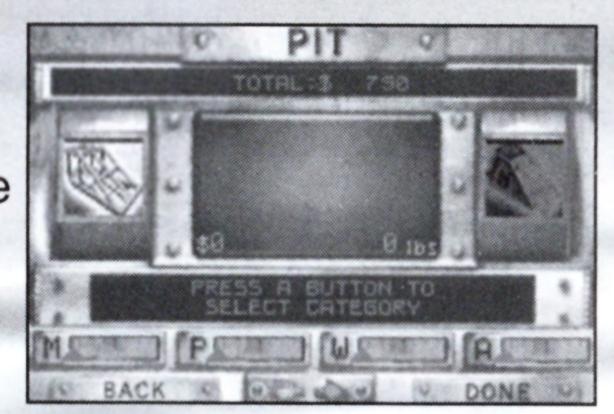
ENTER TEAM NAME

BATTLEBOTS®: BEYOND THE BATTLEBOX™ automatically creates a Team File where all your game information such as the Bots you build, win/loss records, and money will be stored (If there is an empty memory slot available). When you select to play Tournament Mode, you will be taken to the Name Screen where you must give your Team File a name before proceeding.

Use Left/Right on the **Control Pad** to select letters and press the **A Button** to enter them. Once finished, press Down on the **Control Pad** to select "DONE" on the bottom of the screen and press the **A Button**.

The Team name you've entered will appear in the window at the bottom of the screen next to the word TEAM and you will proceed to the Pit Screen to start building your Bot. The **B Button** will return you to the Main Menu.

TOURNAMENT MODE (cont.)

PIT SCREEN

The Pit Screen is where you come to assemble, repair, and upgrade your Bots. You'll come here to build a Bot before each division. The first time you come here will be right after naming your Team File prior to playing the lightweight division.

BUILDING A BOT

Building a Bot is simple: select and buy the parts you want to build your Bot with, give the Bot a name, and save the Bot to your Team File.

Component Categories

On the left side of the Pit Screen are pictures of parts. These are called component categories. Your Bot will be constructed of parts from each of these categories. There are six component categories:

Chassis

The chassis is the frame or body of your Bot. The kind of chassis you choose plays a major role in your Bot's performance. The chassis you choose will determine what weapons your Bot can use. Each chassis can only hold certain weapons. Each chassis also has its own fliposity rating. The fliposity rating is a measure of how easily a Bot can be flipped by other Bots and hazards in the BattleBox™.

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TOURNAMENT MODE (cont.)

PIT SCREEN (cont'd)

Last, the chassis will determine your Bot's durability (Along with your choice of armor). For example, a Spinbot chassis can only use a small number of weapons and has a fair to good durability rating depending on what it is made of. Yet the Spinbot chassis has an excellent fliposity rating making it virtually impossible to flip over.

Mobility

Tires, plain and simple. There is wide variety to choose from. Your choice of tires will determine how fast your Bot accelerates and how much traction it will have.

Power Source

The battery or gas tank you choose as your power source will determine the amount of energy your Bot will have to run its motor drive and weapons systems. The number of weapons you intend to equip your Bot with can help in determining what size and type of battery or gas tank you choose. For example, a Bot equipped with three weapons will require much more energy than a Bot with one weapon. Gas tanks are used only for gas-powered weapons such as the chainsaw. You need to purchase a gas tank if you plan to use these kind of weapons.

TOURNAMENT MODE (cont.)

PIT SCREEN (cont'd)

Engine

The motor drive is what literally "drives" your Bot. It harnesses energy from the battery and channels it into your Bot's weapon and mobility systems. The better the motor drive, the faster your Bot will be able to perform attacks and the less lag there will be between movement changes.

Weapons

Choose from a wide array of clamping, pounding, cutting, and drilling weapons to outfit your Bot with. Remember to equip your Bot with a gas tank if you plan to use one of the gas-powered weapons. Otherwise, you won't be able to use it! Also, weapons can be placed in different locations on your Bot.

Armor

Available armor ranges from wood boards to steel plates. You need to armor up your Bot if you plan to survive in the BattleBox™! Armor is the primary factor used in determining your Bot's durability rating.

TOURNAMENT MODE (cont.)

PIT SCREEN (cont'd)
The game will automatically advance through the six part categories, or you can select a specific category. Use Up/Down on the **Control Pad** to choose a specific category and press the **A Button** to confirm. All the parts available in that category will appear on the right side of the screen. Use Up/Down on the **Control Pad** to cycle through them as well.
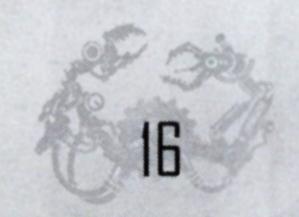
Press the **A Button** to view the statistics of the part you have currently selected. Its weight and cost will appear on the center green screen, and its stats on the gauges below with *M=Mobility*, *P=Power*, *W=Weapon* and *A=Armor*. Press the **A Button** to buy the part. The price of the part will be deducted from your total cash. Press the **B Button** to go back and choose another part. Continue this process of choosing and buying parts until you have purchased a part from all six component categories.

As you purchase parts, they will assemble themselves on the center green screen. When you have a fully assembled your Bot, the word "DONE" will become highlighted in the component category list. Press the **A Button** to advance to the next screen.

TOURNAMENT MODE (cont.)

Naming Bots

When you are finished building your Bot, you will be taken to the Name Screen to name your Bot. Use Left/Right on the **Control Pad** to select letters and press the **A Button** to enter them. Once finished, press Down on the **Control Pad** to select "DONE" on the lower right side of the screen and press the **A Button**. The name you have entered will appear in window at the top of the screen next to the word BOT.

If you are happy with the name you have entered, select "DONE" at the bottom right corner of the screen and press the **A Button**. Pressing the **B Button** will return you to the previous screen.
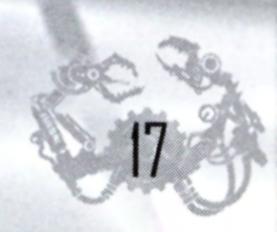
TOURNAMENT MODE (cont.)

REMOVING AND REPAIRING BOTS

By selecting "MY BOT" (the last selection after "DONE"), you can scroll through each of the parts that makeup your Bot. To remove the currently selected part, press the **A Button**. If the part has not yet been used in battle its cost will be returned to your cash balance. To repair a part, press the **R Button**. This will replace the damaged part and subtract the full cost of the new part from your cash balance.
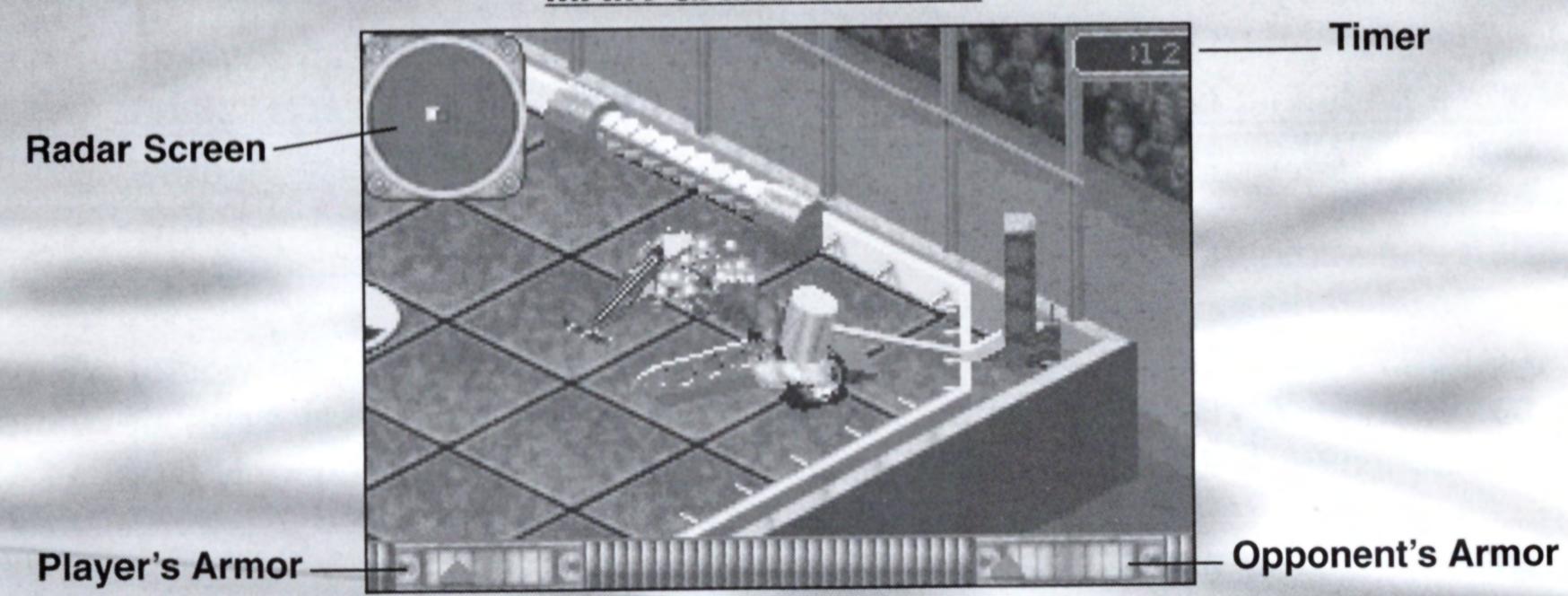
As parts become increasingly damaged they function progressively worse. When a part has reached 100% damage it must be replaced before the Bot can leave the Pit and continue to the next battle. The chassis cannot be removed, only repaired.

ARENA SELECT SCREEN

Choose the arena where the bout will be held from the Arena Select Screen. Use Left/Right on the **Control Pad** to select an arena and press the **A Button** to confirm.

TOURNAMENT MODE (cont.)

MAIN GAME SCREEN

Timer

Radar Screen

Player's Armor

Opponent's Armor

Armor - Displays your Bot's current level of armor

Timer - Displays bout time

Radar Screen - Displays the location of opponent Bots and Pick Ups in relation to your Bot. The green circle in the center of the grid represents the area surrounding your Bot's current location, the blue squares represent the current location of opponent Bots, and white squares represent pick-ups.

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TOURNAMENT MODE (cont.)

MAIN GAME SCREEN

Pick Ups - When Arcade Mode is selected, Pick Ups appear randomly on the screen:

Heavy Damage - Increases the amount of damage that a Bot will cause on an attack

Armor - Restores a small amount of Bot's armor

Power - Replenishes a small amount of Bot's power source

RESULTS SCREEN

After the bout, the Results Screen will be displayed showing the results of the bout.

TOURNAMENT MODE (cont.)

HOW THE POINT SYSTEM WORKS

Knocked out Bots automatically lose and do not score any points. Bots that make it through the entire bout without being KOed are scored in three categories by 3 judges that divide a total of 15 points between the Bots. A perfect score would be 45 points (5 points in 3 categories, by 3 judges). The three cate-gories are as follows:

AGGRESSION

This is a measure of how often a Bot attacks it's oppo-nent.

SCORING		
2nd Place		1st Place
BACKLASH		TOECRUSHER
19	AGGRESSION	21
17	DAMAGE	16
24	STRATEGY	25
60	TOTAL	62

DAMAGE

This is how much damage a Bot inflicts on its opponent either directly with its weapons or indirectly using arena hazards. For example, a weaponless Bot that successfully and consistently pushes its opponent into Arena hazards can out-score a Bot with fully functional weapons.

STRATEGY

This is a measure of how successfully a Bot carries out attacks that utilize its strengths against its opponents' weaknesses. Avoiding attack does not count as a strategy.

TOURNAMENT MODE (cont.)

END OF BATTLE SCREEN

After bouts, the End Of Battle Screen will be displayed with the following choices:

GO TO PIT

Select "GO TO PIT" to return to the Pit Screen to repair your Bot.

REPLAY ROUND

Select "REPLAY ROUND" to play the bout again.

GO TO MAIN MENU

Select "GO TO MAIN MENU" to return to the Main Menu.

HOW THE COMPETITION WORKS

The competition is broken down into four weight divisions: Lightweight, Middleweight, Heavyweight, and Super Heavyweight. There are four Bots in each division ranked easiest to hardest with the division champion being the last opponent you battle in each division. You compete against each Bot in a one-on-one bout. You win a bout by reducing the opponent's Armor to zero causing a Knock Out (KO), or, having the highest score when the timer has elapsed. For winning bouts, you are rewarded with cash, trade secrets, sponsorships, and the winner pog. For winning divisions, you are awarded a Silver Nut Trophy. For winning all the divisions, you are rewarded with the Golden Nut Trophy.

BRAWL MODE

BRAWL is a free-for-all, robotic, rumble mode where you can battle up to three computer-controlled Bots.

SETTING UP A BRAWL:

1. Select BRAWL on the Main Menu.
2. Select one of the four weight divisions by pressing Up/Down on the **Control Pad**.
3. Toggle Left/Right to select "T.V. Bots" or "My Bots" to select one of your saved Bots. Note: If you have not created and saved Bots to a Team file, you will not be able to select "My Bots."
4. Choose an arena from the Arena Select Screen.
5. Select the Bot you want to play from your Bot inventory.
6. On the Tarmac screen, you may decide the number of computer opponents. As a default there is always one computer opponent (Displayed as "A.I." in the second player (P2) window.) "NONE" is displayed in player windows for computer opponents you can add to the bout. To play with more opponents, select a player window displaying "NONE" and move the **Control Pad** Left/Right until "A.I." appears in the window.
7. Press the **A button** to begin the brawl.

BRAWL MODE (cont.)

SCORING SCREEN

After the Brawl is fought, the Scoring Screen will be displayed. It shows how each player placed and the amount of points earned in the Brawl. Note: Win/loss records and points earned in Brawl Mode are not saved to Team Files.

END OF BATTLE MENU

After the Scoring Screen, the End Of Battle Menu is displayed. It contains the following options:

REPLAY ARENA
Select "REPLAY ARENA" to play the bout again.

RETURN TO MAIN MENU
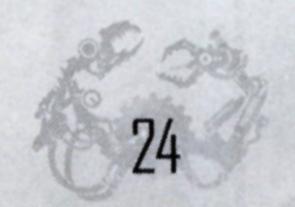Select "RETURN TO MAIN MENU" to return to the Main Menu.

MULTI PLAY MODE

Multi Play Mode is identical to Brawl Mode with the only difference being that the opponents can be either human, computer-controlled, or both. Please follow the instructions for linking up on page 5, before attempting to play in Multi Play Mode.

IMPORTANT NOTE: At any time during play in Multi Play Mode, if the Link Failure Screen appears, please turn off the power to all linked Game Boy® Advance Systems. Follow the procedure for linking up before attempting to play in Multi-Play Mode again.

SETTING UP MULTI PLAY BOUTS:
1. Select MULTI PLAY from the Main Menu.
2. First player only (all other players will be advanced to the Tarmac Screen where they must wait for the first player to complete steps 2 through 3): Choose one of the four weight divisions by pressing Up/Down on the **Control Pad**.
3. Choose an arena from the Arena Select Screen.
4. Select the Bot you want to play from the Bot inventory. Any saved Bots will be displayed along with the T.V. Bots.

MULTI PLAY MODE (cont.)

5. If there are less than four human players, you can add computer opponents on the Tarmac Screen. "NO A.I." is displayed in player windows for computer opponents you can add. To add computer opponents, move the **Control Pad** Left/Right until "A.I." appears in the window.

6. Press the **A Button** to begin the bout.

SCORING SCREEN

The Scoring Screen will be displayed after the bout is fought. It shows how each player placed and the amount of points earned in the bout. Note: Win/loss records and points earned in Multi Play Mode are not saved to Team Files.

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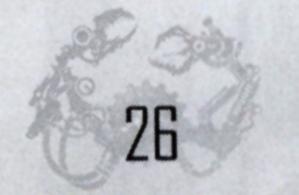
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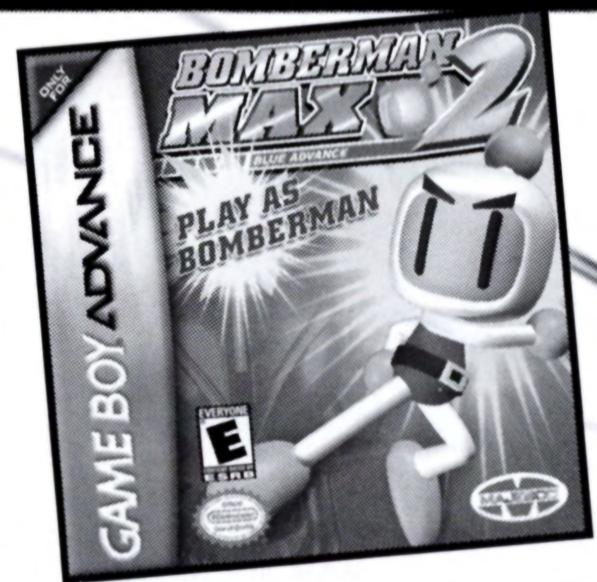Michelle Kozlowski
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NEED a HINT?

1-900-773-TECH

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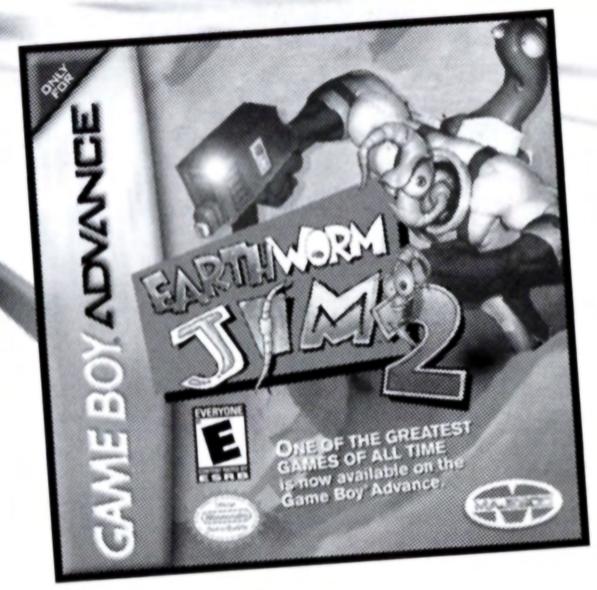($1.25 per minute.) Must be 18 years or older, or have a parent's permission to call. Touch tone phones only.

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Warranty Information

Majesco Sales, Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90 day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective game to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826-0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, freight prepaid and insured for loss or damage, together with your sales slip or similar proof of purchase (LPC code) within the 90-day warranty period to :

Majesco Sales, Inc.

160 Raritan Center Parkway (Suite 1)

Edison, N.J. 08837

This Warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90 day period, you may contact the Majesco Sales, Inc. Technical Support Dept.. at the phone number noted earlier. If the Majesco Sales Dept.. is unable to to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization
number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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CARTOON NETWORK
Speedway

All of your favorite Cartoon Network stars are revving their engines to compete for the Speedway Championship! Play as 12 hilarious characters including *Courage the Cowardly Dog, Cow and Chicken, Ed, Edd n Eddy, Johnny Bravo* and *Sheep in the Big City* in this kart-style racing game. It's the ultimate cartoon competition!

COMING SEPTEMBER 2003
www.majescogames.com

CARTOON NETWORK INTERACTIVE

MAJESCO